



Mike Wheeler PLAYER NAME	Lawful Good ALIGNMENT	1 LEVEL	SIZE Small
Noble BACKGROUND	Paladin CLASS		
Halfling SPECIES	— SUBCLASS		

ARMOR CLASS <div>16</div> <div>+2 SHIELD</div>	HIT POINTS <div>11</div>	HIT DICE <div>SPENT</div> <div>1d10</div> <div>MAX</div>	DEATH SAVED <div>○○○ SUCCESSES</div> <div>○○○ FAILURES</div>
	CURRENT	MAX	

WEAPON ATTACKS													
<table border="1"> <tr> <th>NAME</th> <th>ATK BONUS</th> <th>DAMAGE & TYPE</th> <th>PROPERTIES</th> </tr> <tr> <td>Longsword</td> <td>+5</td> <td>1d8 + 3 Slashing</td> <td>Versatile (1d10); Mastery: Sap</td> </tr> <tr> <td>Javelin</td> <td>+5</td> <td>1d6 + 3 Piercing</td> <td>Thrown (Range 30/120); Mastery: Slow</td> </tr> </table>	NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES	Longsword	+5	1d8 + 3 Slashing	Versatile (1d10); Mastery: Sap	Javelin	+5	1d6 + 3 Piercing	Thrown (Range 30/120); Mastery: Slow	
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STRENGTH <div>+3</div> <div>MODIFIER</div> <div>17 SCORE</div>
<div>+3</div> SAVING THROW
<div>+5</div> ATHLETICS

INTELLIGENCE <div>-1</div> <div>MODIFIER</div> <div>8 SCORE</div>
<div>-1</div> SAVING THROW
<div>-1</div> ARCANA <div>+1</div> HISTORY <div>-1</div> INVESTIGATION <div>-1</div> NATURE <div>+1</div> RELIGION

DEXTERITY <div>+0</div> <div>MODIFIER</div> <div>10 SCORE</div>
<div>+0</div> SAVING THROW
<div>+0</div> ACROBATICS <div>+0</div> SLEIGHT OF HAND <div>+2</div> STEALTH

CONSTITUTION <div>+1</div> <div>MODIFIER</div> <div>12 SCORE</div>
<div>+1</div> SAVING THROW

HEROIC INSPIRATION <div>○</div>

LANGUAGES <div>Common, Elvish, Halfling</div>

WISDOM <div>+2</div> <div>MODIFIER</div> <div>14 SCORE</div>
<div>+4</div> SAVING THROW
<div>+2</div> ANIMAL HANDLING <div>+4</div> INSIGHT <div>+2</div> MEDICINE <div>+2</div> PERCEPTION <div>+2</div> SURVIVAL

CHARISMA <div>+2</div> <div>MODIFIER</div> <div>14 SCORE</div>
<div>+4</div> SAVING THROW
<div>+2</div> DECEPTION <div>+4</div> INTIMIDATION <div>+2</div> PERFORMANCE <div>+4</div> PERSUASION

FEATS SKILLED You gain proficiency in three skills: Intimidation, Religion, and Stealth (included in your skills).
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SPECIES TRAITS As a Halfling, you have these special traits. Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition. Halfling Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space. Luck. When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll. Naturally Stealthy. You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

CLASS FEATURES LAY ON HANDS Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total of 5 Hit Points. As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool. You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature. SPELLCASTING You have learned to cast spells through prayer and meditation. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Paladin spells. Spell Slots. You have two level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest. Prepared Spells of Level 1: To prepare the spells that are available for you to cast with this feature, take the Spell Cards that match the spells listed on the Prepared Spells table. Spellcasting Focus. You can use a Holy Symbol as a Spellcasting focus for your Paladin spells. Spellcasting Ability. Charisma is your spellcasting ability for your Paladin spells. WEAPON MASTERY Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longswords and Javelins. Whenever you finish a Long Rest, you can change the kinds of weapons you chose. Your weapons have the following mastery properties.

CLASS FEATURES

Sap (Longsword). If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

Slow (Javelin). If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

SPELLCASTING ABILITY: WISDOM	
Spellcasting Modifier	+2
Spell Save DC	12
Spell Attack Bonus	+4

SPELL SLOTS

Total

Expended

Level 1

2

PREPARED SPELLS	
Level	Name
1	Command
1	Searing Smite

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

LightMediumHeavyShields

PROFICIENCIES

Simple and Martial Weapons

GOLD

Starting

39 GP

Current

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chain Mail

8 Javelins

Greatsword

Light Crossbow & 20 Bolts

Flail

Spear

You can wear only one suit of armor at a time and wield only one Shield at a time. While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Fine Clothes. Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Holy Symbol. Your Holy Symbol takes the form of an emblem borne on a Shield, painted to channel divine magic.

Holy Water. When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

Lamp. A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Perfume. Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of yourself.

Rations (7 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Robe. A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Magic Item Attunement